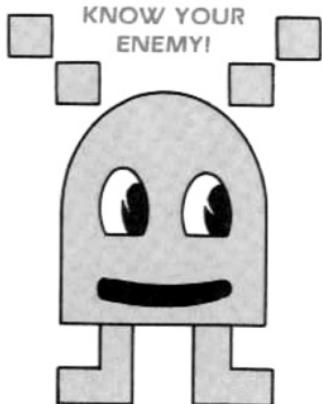


MISSION LAUNCH INSTRUCTIONS

Commodore VIC 20 computer games on cartridge are just like real arcade games—not imitations. Judge the resolution, graphics, sound effects and play action for yourself.

To launch your fighter just follow the standard countdown procedure:

10...9...8...7...
6. Power ON your television viewing screen.
5. Turn OFF your VIC 20 (you will greatly increase the "life" of your game cartridge if you turn the VIC OFF before inserting or changing cartridges).
4. Insert cartridge.
3. Power ON your VIC 20.
2. Adjust your viewing screen by typing the CRSR key.
1. Launch your fighter and begin your mission by pushing the fire button on your joystick.
0. Ignition and lift-off... proceed with normal flight control.



KNOW YOUR
ENEMY!

TRY THESE OTHER GREAT VIC-20 SPACE-ACTION GAMES:

- VIC AVENGER
- JUPITER LANDER
- SUPER ALIEN
- OMEGA RACE
- PINBALL SPECTACULAR

OTHER GAMES INCLUDE:

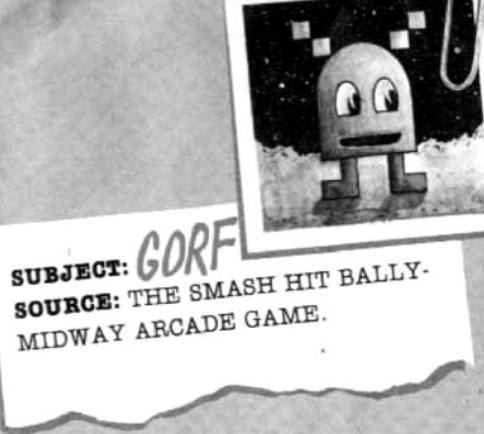
- SARGON II CHESS
- RADAR RATRACE
- RAID ON FORT KNOX
- MOLE ATTACK
- THE SKY IS FALLING
- SUPER SLOTH
- DRAW POKER
- ROAD RACE
- ADVENTURE LAND ADVENTURE
- PRIVATE COVE ADVENTURE
- MISSION IMPOSSIBLE ADVENTURE
- THE COUNT ADVENTURE
- VOODOO CASTLE ADVENTURE

AND TO HELP YOU PROGRAM:

- SUPER EXPANDER CARTRIDGE
- PROGRAMMER'S AID CARTRIDGE
- VICMON CARTRIDGE
- INTRODUCTION TO BASIC I (BOOK & TAPES)

SEE THEM ALL AT YOUR
COMMODORE DEALER!

 **commodore**
COMPUTER
PRINTED IN HONG KONG



SUBJECT: **GORF**

SOURCE: THE SMASH HIT BALLY-MIDWAY ARCADE GAME.

TOP SECRET

**TO: INTERSTELLAR
SPACE DEFENSE
FORCE**

**SPACE PILOTS
ONLY!**

YOUR MISSION: The Gorfian Empire poses a major threat to the Earth...your mission is to wipe out the Gorf's Flagship fleet before they over power all the fighters under your command. The Gorf fleet is composed of Droids, Laser ships, Attack ships, Space Warp Fighters, Flagships, and the Gorks themselves. Each flagship sends 4 attack waves. Your mission is to engage in combat with the attackers and the Flagship behind each force. After eliminating each flagship, the Gorfians will send an even more powerful Flagship and attack force against you.

PROMOTIONS: You will be promoted based upon how many attack forces and flagships you have prevented from reaching the Earth. Promotion in rank is as follows:

SPACE CADET: 1-4 MISSIONS

SPACE CAPTAIN: 5-8 MISSIONS

SPACE COLONEL: 9-12 MISSIONS

SPACE GENERAL: 13-16 MISSIONS

SPACE WARRIOR: 17-20 MISSIONS

SPACE AVENGER: 21+ MISSIONS

CONTROLLING YOUR FIGHTER:

Use your joystick to pilot your ship. Push it forward to move toward the Gorfians. Pull back on the stick to retreat. Moving the control left and right helps you evade the enemy from side to side. Press the button to fire your quark missiles. NOTE: You can fire several short range bursts, but long range missiles will be eliminated by continuous fire.

GORFIAN INVASION FORCES

WAVE 1: ASTRO BATTLES

The Gorfian attack begins with the deployment of 3 fleets of Droids, controlled by a Gorf and supplied by large and small UFO's. These forces form an attack matrix. We have found that it is best to start battling these forces from the edges, working your way toward the center. As you move up in rank the Droids are deployed at lower altitudes. If you are skillful you can destroy the Gorf and some of

the Droids before the attack formation is complete, and gain extra points. You are assisted by a force field which provides limited protection.

WAVE 2: LASER ATTACK

In this situation you will be confronted by 2 groups of forces consisting of a Gorf, 3 Attack ships, and a Laser ship which spearheads each attack force. The Laser ships use an extremely effective, power ray. They should be removed first if possible. Then go after the Attack ships and Gorks at long range.

WAVE 3: SPACE WARP

The Space Warp Fighters are the most sophisticated of the Gorf's forces. They are deployed in a spiral formation, launching homing torpedoes which zero in on your position. Try to eliminate each Fighter early, by moving close to the Center Launch Site, to minimize firing time. As you move up in rank the Fighters recognize this and double their spiral and torp speeds.

WAVE 4: FLAGSHIP

When you reach the Flagship you will have to adjust your offensive tactics. Flagships are protected by a force field which can only be removed through rapid, repeat firings. Once through the field, a blast that would normally remove an ordinary alien will merely chip away at a Flagship. These chunks will fly off the main vessel and can be as dangerous to you as the fireballs being launched by the ship itself. The only way you can eliminate a Flagship and complete your mission is to penetrate the ship's hull and expose the Flagship's power reactor, which will then explode. The ship has one vulnerable spot on the underside of the hull, its REACTOR VENT. You can achieve success by removing as much of the hull as possible, but more skillful pilots can hit the reactor with one blast aimed directly into the vent.

Upon completion of these 4 missions you may receive a well deserved promotion and move on to combat a more powerful Gorfian force.

ASTRO BATTLES

	60 points
	80 points
	100 points
	100 points
	200 points
	250 points

LASER ATTACK

	100 points
	100 points
	300 points

SPACE WARP

	100 points
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FLAG SHIP

	100 points
	200 points
	250 points

	Hit	50 points
	Explode	1050 points